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GET IT ON!

VIRTUA FIGHTER

TAKE CONTROL
OF THE VIRTUAROID,
THE MULTI-DIMENSIONAL,
HIGH-SPEED ROBOT OF DESTRUCTION

SEGA

Sega Enterprises, Inc. (USA) • 255 Shoreline Drive, Suite 400 • Redwood City, CA 94065 • (415) 802-3100 • Fax (415) 802-3120

TIME CRISIS™

Innovative "Action Pedal" Performs Two Functions:

Press pedal to go forward and shoot.
Release pedal to dodge bullets and reload gun.

Two Game Modes:

Story Mode - The player defeats enemies in each area to proceed to the next stage.

Game Mode - The player selects one of four stages and must defeat all enemies in the time allowed. He has unlimited lives as he races against the clock!

Most Accurate Gun in the Business

Time Crisis' gun is six times more accurate than conventional guns. The special "blowback" feature provides players with the tactile feedback they demand.

Special targets detonate bombs

Eliminate numerous enemies with one shot!

TIME OUT

April 1996

namco
The Game Creator



Coin Cascade Ltd., 5 Vulcan Place, Christchurch, Ph 338 1411, Fax 338 1410

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CAPCOM

COIN-OP, INC.

- 8 Characters Not Featured in the Original Street Fighter Alpha
- All 13 Original Warriors
- Hey - That Makes a Total of 18 Characters, so far(?)... the most ever in a Capcom Game ...
- Brilliant New Animated Backgrounds & Graphics
- A Combo System Customizable by Players
- Dedicated, Full and B-Kit Available
- Of Course, It's a CPS II Game

And, you know it could only be from Capcom!

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STREET FIGHTER ALPHA 2

IN STOCK
MAY



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Capcom COIN-OP, Inc.

North Kenilworth Avenue, Arlington Heights, Illinois 60004 USA Phone: 847-797-6100 Fax: 847-797-6218 <http://capcommsw.com>



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**OK YOU ASKED FOR IT. NOW
YOU SHALL RECEIVE,
ONE LAST
PRODUCTION RUN
AVAILABLE
NOW!!**



CABINET
MAY
DIFFER



PINBALLS FOR SALE

Addams Family	\$3000
Creature of the Black Lagoon	\$3000
Dr Who	\$3000
Fish Tales	\$3000
Getaway	\$3000
Terminator	\$3000
Twilight Zone	\$3000
White Water	\$3000

DEDICATED FOR SALE

Suzuka 8 Hours 1 twin	\$15000
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2x Bobble Hockey machines	\$600

PH RICHARD OR DAVE**09 302 2764****PCBS FOR SALE**

18x Taiwan PanFun 28" cabinets with 20c mechanical coin mechs all in excellent conditions with PCBs including:	
64th Street - A Detectives Story	
Big Fight	
Fighter's History	
FixEight	
Gals Panic	
Harriers	
Pipi & Bibis	
SO Kubo	
Sky Soldier	
Street Fighter 2	
Street Fighter Champion Edition	
Super Street Fighter 2 Turbo	
Thunder Dragon	
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Tumblepop	
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Savage Reign	\$300
Street Fighter Hyper Fight	\$300

PH LEON 09 297 7657**FOR SALE**

Street Fither Alpha A & B	\$2500
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NORMA CUMMINGS 09 404 0901**FOR SALE**

Virtua Fighter 2 26" dedicated	\$10500
PH BEVAN 09 525 0200	

FOR SALE

T-Mek twin 26"	\$17750
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**Namco Cyber Cycles twin \$35500
PH MARK PIVAC 025 768-864****FOR SALE**

6x 26" Wahlee cabinets with mechanical coin mechs. All in excellent condition \$1000
 3x True Blue shaped pool tables with \$2 coin mechs. Only 6 weeks old. \$4000

PH MIKE 09 309 3127**PCBS FOR SALE**

Armoured Warriors	\$650
Dark Stalkers	\$750
Karate Tournament	\$420
Lethal Enforcer Kit	\$1975
Lord of Gun	\$1000
Major Title	\$450
Mortal Kombat	\$600
Mortal Kombat 2	\$900
NBA Jam TE	\$1750
Shinobi	\$175
Sky Kid	\$100
Solamin Key	\$100
Spinal Breakers	\$75
Street Fighter 2 CE	\$450
Street Fighter 2 Turbo	\$590
Tekken	\$1600
Vapour Trail	\$350
X-Men	\$1300

DEDICATED FOR SALE

Cyber Sled 26" twin	\$35000
Exhaust Note twin	\$9990
Final Lap 3 26" single	\$4000
Lethal Enforcer 26"	\$4400
Revolution X 25"	\$5990
Virtua Cop P type 40"	\$22500
Virtua Racer 26" twin	\$15000
Winning Run Deluxe Mover	\$5900
World Rally 25"	\$3250

REDEMPTION FOR SALE

Flintstone Kiddie Rides	\$5800
Razzle Dazzle	\$5800

PINBALLS FOR SALE

Creature of the Black Lagoon	\$2950
Dr Who	\$3500
Fish Tales	\$2750
Twilight Zone	\$3750

NEO GEO FOR SALE

3 Count Bout	\$100
8 Man	\$100
Alpha Misson 2	\$150
Art of Fighting 2	\$150
Double Dragon	\$400
Fatal Fury	\$100

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T-Mek twin 26"	\$17750
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ROLL CAMERAS

Software is now considered as much a key to success in the simulation business as the right hardware. "High quality motion bases and audio-visual equipment are vital, but if you don't provide a story that pulls everything together and immerses the audience in a different world, you won't attract the paying customer," says Cathren Little, corporate communications manager at Reflectone.

People new to the simulation experience may be thrilled initially by point of view (POV) adventures - full of action and short on storyline. But expectations are higher after repeat visits. "People want more from simulation having seen the special effects in big budget movies and advances in technology," says Paula Bernard, Thomson Training & Simulation's market development manager.

Audiences, she points out, are trying motion simulators at venues worldwide, and deciding what works and what doesn't. Suppliers must learn from them to overcome a reliance of the novelty of moving seats and ensure the long term survival of simulation as an attraction.

Most companies in the market are experimenting with the structure and storylines of ride films. The common aim is to produce titles which combine a strong plot with the latest in live action, computer-generated imagery (CGI), special effects and motion programming.

One of the biggest challenges is to immerse passengers in the ride film, despite the time constraints. Throughput requirements and the intensity of the experience generally limit shows to around five minutes. A solution is to use pre-shows to introduce the theme of the ride film. Chameleon Technologies, for example, has produced a futuristic pre-show to enhance its interactive simulator ride. The Discovery of Chameleon, which tells the story of a spaceship crash on an unknown planet, is shot on 16mm film and incorporates special effects and computer graphics. The pre-show in Galaxy, the IMAX Simulator ride at Phantasialand, Germany, includes an alien mascot which introduces the space age film. This is a bonus for the post-show shop which features the mascot on its merchandise.

Suppliers are also preparing customers for ride films by harvesting film properties, with familiar characters and plots.

The ability to retheme simulators by changing the software is a big draw for buyers. Suppliers are

extending their film libraries and promising clients ongoing software production.

Independent software producers like Helifilms are on the rise. Boss Film, Digital Domain, Paradigm and de Pinxi are just a few of the companies offering their services to the simulation market. "We have clients who are interested in putting together simulation packages," says Intamin's Roy Vocking. "They think there are sufficient software suppliers out there to keep them going, and they believe large companies may offer their films for rental."

New Wave Entertainment under the leadership of producer Ben Stassen, is a frontrunner in this emerging market. Following a string of successful titles including Cosmic Pinball and Astro Canyon Coaster, the company has recently released two independently produced films, Volcano Mine Ride and Glacier Run. It will now produce a simulation film every three months. While some people point to the similarity of New Wave Entertainment's films, Stassen is pragmatic about them.

"When you are showing films across the board in big and small venues, you need a product which suits all environments and needs little introduction of themeing," he says. "Until now, only major companies could produce simulation films, and even they couldn't always afford to create enough to meet demand. We can offer high quality simulation films to them, as well as to smaller simulation suppliers who, before now, couldn't afford sizeable libraries.

"We can produce titles in different film formats, which makes our efforts commercially viable. When you are digital, it's just a question of outputting work, which only costs 15 per cent of initial budget."

Little sees the emergence of independent software providers bringing benefits for customers.

"With the rise of third party software producers, operators have access to more simulation programmes and gear them to specific audiences."

Audiences are what count at the end of the day, says Vocking. "We sell experiences not hardware and software. Sophisticated film formats and degrees of freedom are just tools. Operators need to know what experiences systems can give their customers and whether these will keep people coming back."



Crank it Up!



**Introducing Sega's
MANX TT, the
fastest, loudest
motorcycle ride
of a lifetime!**

What Are You... Crazy?

Think you can deal with outrageous speeds of over 200kph, massive jumps and dare-devil wheelies? Can you handle the real-time texture-mapped graphics of MANX TT? Three dimensional CG images throw you in the course - and out of control!

Hear the Roar!

MANX TT has the most immersive sound system anywhere. There's five Speakers (that's right - five!), so you hear all the explosive echoes of the world's most powerful bikes in full-force surround sound - it'll blow you away! The five speaker system separates sound effects straight to your ears - roaring engines, screeching tires and



providing continuous challenges for even the most hard-core riders! You can even alternate your perspective with the V.R. button.

Wanna Race?

MANX TT's interactive function lets up to 8 people enjoy simultaneous competition!

With awesome graphics, sound effects and extreme competition, MANX TT has proven profit potential!

Sega will be sponsoring a major tournament style promotion for MANX TT. If you thought the Indy 500 Tournament was big, just wait until you see this!

killer background music! The newly developed Duct Speaker allows for 'real' exhaust sound & vibration sampled from actual TT' bikes!

Feel the Groove!

MANX TT's A.M.S. (Active Motion Slider) lets you feel

the bike's reaction to the course. Put your foot to the floor and experience the power of MANX TT!

See It All!

Ultra-realistic 50 inch projector displays the action in full detail - right in your smilin' face!

MANX TT features incredible natural sceneries on the Isle of Man. This place is tough - there's drastic changes in both terrain and altitude,



providing continuous challenges for even the most hard-core riders!

You can even alternate

your perspective with the

V.R. button.

With awesome graphics,

sound effects and

extreme competition,

MANX TT has proven

profit potential!

CLASSIFIEDS

FOR SALE

3p Off Road	\$2000	\$1300
After Burner 2 upright	\$1500	\$3800
Line of Fire	\$2700	\$700
Operation Thunderbolt	\$1000	\$1000
Rad Rally twin	\$8500	\$3400
Revolution X upright	\$7000	\$2200
SCI dedicated upright	\$2200	FREE
3 Count Bout	\$150	\$350
Andros Dunos	\$150	\$350
Art of Fighting 2	\$300	\$150
Cybalip	\$100	\$200
Double Dragon	\$400	\$200
Fatal Fury 2	\$150	\$150
Fatal Fury 2 special	\$300	\$100
Karnovs Revenge	\$350	\$100
King of Fighters 94	\$400	\$100
Mutation Nation	\$100	\$100
Ninja Combat	\$100	\$100
Panic Bomber	\$200	\$100
Pulstar	\$400	\$100
Samurai Shodown 2	\$450	\$100
Spin Master	\$200	\$100
Thrash Rally	\$100	\$100
World Heroes Jet	\$400	\$100
World Heroes Perfect	\$500	\$100
Zed Blade	\$400	\$100
Arabian Magic	\$300	\$100
Armoured Warriors top board	\$400	\$100
Captain Commando	\$500	\$100
Darkstalkers top board	\$500	\$100
Eco Fighters top board	\$450	\$100
Fighters History	\$300	\$100
Final Fight	\$250	\$100
In The Hunt	\$250	\$100
Karate Blazers	\$300	\$100
Macross	\$350	\$100
Mortal Kombat	\$700	\$100
Ninja Clowns	\$300	\$100
Relief Pitcher	\$300	\$100
SF2 Super Turbo top board	\$600	\$100
SF2 Super top boards	\$200	\$100
Shogun Warriors	\$200	\$100
Slam Masters	\$300	\$100
Twin Cobra	\$150	\$100
Under Cover Cops	\$400	\$100
Varth	\$300	\$100
Vendetta	\$300	\$100
Warriors of Fate	\$400	\$100
UN Squadron	\$300	\$100

PH KEN OR MIKE 04 389 3919

FOR SALE

1x Armoured Warriors	\$1300
2x Killer Instinct 1	\$3800
1x Knights of the Round	\$700
4x Mortal Kombat 1	\$1000
1x Mortal Kombat 2 Ultimate	\$3400
2x NBA Jam Tournament	\$2200
2x Slam Masters	FREE
4x Street Fighter CE	\$350
5x Street Fighter Hyper Fight	\$350
5x Street Fighter Super Turbo	\$1500
3x Street Fighter Two	\$200
1x Street Fighter The Movie	\$1300
1x Tekken 1 loom & mylar	\$1650
1x Vendetta	\$400
3x Wrestlefest	FREE

DEDICATED FOR SALE

Crusin' USA full motion ex cond	\$36000
Drug Wars 50" & consol ex cond	\$11000
Indy 500 39" ex cond twin	\$35000
Killer Instinct 26" complete	\$5700
Laser Kits (Made Dog 2, Crime Patrol, Drug Wars)	\$2500
Lethal Enforcers 2p gun NRI mech excellent condition	\$3800
Lord of Gun 25" electronic mech	\$2500
Mortal Kombat 3 Ultimate 26"	\$5200
NBA Jam Tourn elec mech & decals	\$3800
Revolution X 3 guns & decals	\$7000
2x Suzuka 8 Hours 2 twin ex cond	\$18000
2x Underfire 2p shaking guns	\$4800
Virtua Cop 1 40" NRI mech high security door excellent condition	\$22000
Virtua Racer twin elec mech ex cond \$14000	\$14000
Wacka Gator with dispenser	\$12000
Vidikron wall protector 33" to 120" excellent for feature games	\$7000

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09 524 5773

PCBS FOR SALE

Jackal	\$50
Mortal Kombat 2	\$1100
Spinal Breaker	\$75
Street Fighter 2	\$300
Street Fighter 2 Hyper Fight	\$350
Tekken	\$1600
Tumble Pop	\$250
Twin Cobra	\$100

PH MIKE 09 309 3127

Non-Stop, 3D Rapid-Fire Action!

VIRTUA COP 2 is head-spinning, palm-sweating action that'll knock your socks off! This hardcore, 3D shooting adventure explodes with rapid-fire action, new characters and high-speed car chases.

Fast Action Got Faster

If you liked Sega's smash hit VIRTUA COP, you'll go absolutely ballistic for Virtua Cop 2! It's twice as fast! Graphics run at 60 frames per second (compared to its predecessor's 30 frames per second). It utilizes the same arcade engine as Virtua Fighter 2 and Daytona USA, so movements are smooth, flowing and incredibly realistic.

Bad Guys Got Badder

Virtua Cop 2 features the meanest, nastiest villains ever put on a video screen. They come at you from all angles, there's no time for diplomacy. If they move, shoot. And keep on shooting until they stop moving.

Smooth Play Got Smoother

Virtua Cop 2 has features that make it the smoothest shooting game in the world...

- FREE GUN SYSTEM – Grip the gun and aim it at the enemies on the monitor with no restrictions
- LOCK-ON-SIGHT – The most dangerous enemy is indicated automatically with this auto zoom feature.
- MULTIPLE PLAYERS – A second player can join the game at any time.
- EASY GUN ACTION – Simply re-load by shooting outside the screen
- SENSATIONAL SOUND EFFECTS – Improved sound effects and thrashing music create the brawling buzz!

Battle the "EVL" Crime Empire through three gut-wrenching missions...

Mission #1 - THE BIG CHASE

The "EVL" crime wizards have attempted the biggest jewelry heist in the city's history. You must break it up then chase them down on a high speed hunt, gunning down everything in your path from motorcycles to helicopters.

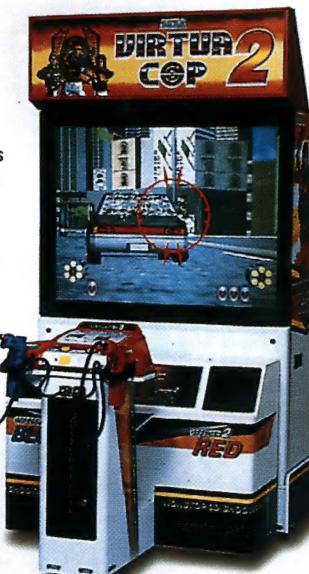
Mission #2 - SAVE THE MAYOR

The mayor has been kidnapped aboard a luxury cruise liner. Fight through the ship, blowing away "EVL" scum until your final confrontation with the boss abductor. This is definitely NOT the Love Boat!

With massive improvements to the already enormously successful Virtua Cop, Virtua Cop 2 is sure to be one of the biggest money-makers this year!



VIRTUA COP 2



ACME ORLANDO

The ACME Show was held this year at the Orlando County Convention Centre, Orlando from 7th March to 9th March. The organisers had decided that a warm venue was in order after the disaster of the snow storms at last years show and while the weather was not over warm (especially coming from a sunny Christchurch) it was a big improvement. Despite the warmer venue both the size of the show and the attendance level was disappointing.

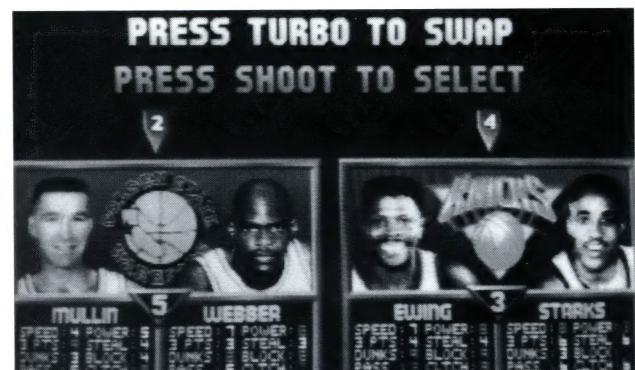
A number of operators attending commented that they could see a need to reduce the number of shows held in the USA and it will be interesting to see what will happen.

In addition to the array of new units on display the show also hosts a huge range of seminars. Including this year three seminars from Disney, and a "Tech Fest" designed especially for games techs and including displays of parts, test equipment, and workshops on repairs.

Attending from New Zealand were Rodger and Alice Newman, Colin Bowler and Keith Hunt, Phil Ward and Gary Walker.

Most of the new releases were previewed in last months magazine and I will only briefly touch on these and discuss new units in more depth.

Williams/Bally-Midway's stand



feature a host of new machines.

Ticket Tac Toe looks like a small scale pinball but was in fact a new redemption machine where players (using the standard pinball format) try and flip the ball into the familiar noughts and crosses field and win tickets.

NBA Hang Time - the new NBA basketball game will be available as a kit later this year. The game is graphically much better than its predecessor and should provide solid earnings. Especially with the season starting to come together



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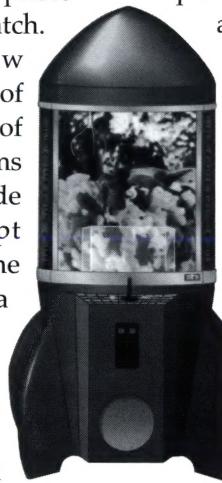
ACME ORLANDO



and the excellent TV coverage we are enjoying for this game.

War Gods - a new fighting game with exceptional graphics and a unique 3D button is a game that has to be seen to be believed. Although not complete at show time and not due out till at least May the fluid motions and variety of the many scenes gave this game a unique feel and is the first truly 3D arcade fighting game with digital skin technology (eliminates polygon look) and reality mapped surfacing for photo-quality graphics. A game to watch.

Safe Cracker - a new category breaker was a "breath of fresh air" and a concrete result of the huge time and money Williams have been spending to provide operators with new concept product. This pinball-style game has a great video mode and a feature where the player can combine both pinball and video modes to win a unique collector token. This token is automatically dispensed through the head board of the



also announced that Williams/Bally will

machine and is intended to be then either collected, used to play another game or swapped with the location for a prize (say a bottle of spirits, a free beer, a moro bar or a free movie hire).

The idea is clearly to create new customers and provide them with an incentive to keep playing.

Again moving in a different direction.

Touch Master a bar top trivia and card game was not complete at show time but gave us a good indication of the quality and clarity of the games available. The bar top/pub style of game has not enjoyed much success in New Zealand but this could clearly change.

I was hoping to see a new driver but was advised that due to the tremendous success of *Cruisin'* that any release of *Cruisin' 2* would not be till towards the end of the year.

Both current models of pinball **Attack from the Planet Mars** and **Congo** created a great deal of interest. It was



also announced that Williams/Bally will



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GAME PREVIEWS

SKY TARGET GO BALLISTIC!



Sega's aerial assault game takes you to the skies with stomach-dropping 3D realism. Use your ace fighting skills and nerves of steel to carry out an incredibly dangerous mission against a vicious enemy counterattack! You have the world's most advanced fighter plane - so take control, lock and load, and prepare for a dogfight!

EARN YOUR WINGS!

The Mission: A multi-national weapons manufacturing corporation has stolen the US's super-high performance fighter plane - the XF/A-49 aka "White Sword". You must infiltrate enemy territory and destroy the XF/Z-49 before the plane's confidential information is leaked to unfriendly forces.

Sega's 3D shooting air battle game explodes with gut-wrenching graphics, all made possible through the "Model 2" 3D CG Board. At 300,000 texture mapped polygons per second and all fighter planes being accurately reproduced from real aircrafts, SKY TARGET'S level of realism will have you shaking from the G-force rush!

Sky Target's control lever has a Missile

Button and Vulcan (machine gun) trigger. Lock on your opponent and attack with either weapon depending on your enemy's distance.

Sky Target's four high-tech fighter planes, easy to use controls and realistic air battle with appeal to various gamers - novice to ace!!

NEW NAMCO RACER DISHES DIRT ON RIVALS

Not to be outdone by Sega, Namco has released its own off-road rally game.

Dirt Dash features a choice of courses including China Town, Country, Forest, Mountain and Snowland.

Players must negotiate extreme weather conditions, such as fog and snow, en route. A combination of night-time driving and obstacles on the road, such as boulders and landslides, adds to the danger.

An air spring function enables the cabinet to simulate driving over different road surfaces, heightening realism.



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GAME PREVIEWS

**YOU DEFINITELY WON'T BE DOZING
TRYING TO SAVE THE CITY THAT
NEVER SLEEPS!**

The Big Apple has been taken over by hard core armoured android soldiers. The situation has come to a deadlock - time is running out. The US military is paralysed because any action they take will jeopardise the general public. The federal government has decided to bring on the new SAAF (Special Air Attack Force) monster armed attack helicopter called "Gun Blade". Strap yourself in for one insane ride because "Operation Apple Storm" is underway!

There are two missions to choose from in this shooting adventure - the goal is either to release the headquarters building of the United Nations or to release the entire island of Manhattan.

INCREDIBLE SCENES TAKE PLACE IN:

- Time Square - where you have to attack the reinforcements of the terrorists gathering at Times Square.
- Mid Town - where there is an intense city battle right next to Rockefeller Centre. Gun Blade can cruise across New York skyscrapers and destroy the terrorists floating fortress midair.
- United Nations Building - where you enter into open space in front of the building to find the armed androids waiting for a fierce battle!
- Disguised Aircraft Carrier - while chasing the enemy's carrier, you fly by the Statue of Liberty herself.

ARE YOU READY FOR RUSH HOUR?

- Gun Blade is available for two players, with two recoilable machine guns for realistic battle!
- Unbelievable graphics! The designers actually went to New York to get the buildings and locations of the city exactly right - from



Times Square to 5th Ave. to the UN.

- Never seen before representation of a dynamic bomb explosion in a 3D gun shooting game!
- These bad guys are frighteningly dangerous because they have AI - artificial intelligence. This has never been seen on any other gun shooting game so far! Watch out!
- Your camera angle can be changed freely!
- 50 inch projection monitor provides high resolution action!

MANX TT BY SEGA

Hailed as the next level, Manx TT is an exception improvement in Motorcycle Simulators.

A cross between Namco's Cybercycles and Sega's Rally Championship, the game delivers to the public a machine that more accurately than ever replicates the real life attributes of a full blown motorcycle race.

Set on the Isle of Man, the game offers 2 tracks and for the first time, full ride on capabilities. The player's feet rest on foot pegs and their weight is used to shift the bike from side to side. The bike slides and kicks the rider around if they are careless, making the game more responsive and difficult than other comparable machines to master.

The game also introduces gears on a ride on for the first time, giving the satisfaction of player control. The visuals are complimented by enhanced rider feedback and an audio system that incorporates six speakers. They deliver surround sound with samples taken from a TT motorcycle providing the realistic engine noise.

The realism of Sega's Manx TT is unsurpassed and should remain attractive to players for a long time.

This is the first in a series of game critiques by people who play the games - the players.

Courtesy Alastair Hamilton.



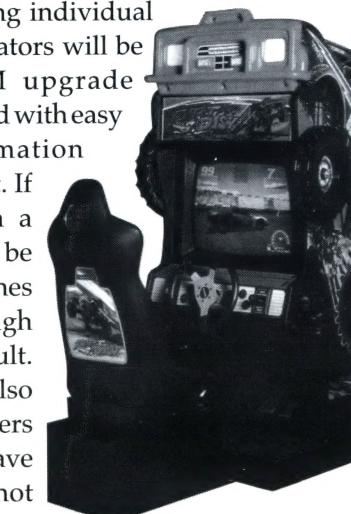
ACME ORLANDO

now only be producing four new pinball models in total each year giving operators some more space between units.

WILLIAMS ON THE NET

The most impressive news of the show however was not in the product category.

Williams are now on the Internet with a web site that will allow players and operators the ability to inspect new machines and to examine in detail all aspects of them including individual playfield features. Operators will be able to look at ROM upgrade information and fault find with easy access to any information available on the product. If you have a fault with a machine then you will be able to access that machine's web page and sort through on the basis of that fault. Even better you can also access a list of the designers of each game and if you have a problem that does not seem to be covered you can



This unit will be somewhat less

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ACME ORLANDO



expensive than some of the other models and really shows some good design. Another unit to watch for with three tracks and some fun.

Smart Industries have developed a new round crane (skill tester) with the claw having complete movement inside the full 360 of the circular cabinet. A new photobooth incorporating a black and white laser printer was also well received.

Despite the fact that all the games shown at the **SNK** booth have been previewed in last months show report at least with the name tags being in English I can now correct some of the names given last month.

Art of Fighting 3 - The Path of the Warrior. This is the first of the Neo Geo games to use "motion capture" video and is now in stock.

Dropper - a puzzle game.

Over the Top - a driving game.

Magical Drop 2 a puzzle bobble type game which is quite different from a number of "me too" games that have tried to follow on the success of this earlier game. Here players pull in the balloons and depending on their colour use them to burst the wall that is descending onto them. This game is currently in stock.

NAMCO

The four units of **Tokyo Wars** in 50" cabinets proved very popular while **Time Crisis** in both 50" and 26" and **Dirt Dash** in the same format have been seen at earlier shows.

Soul Edge another great fighting game is now available in kit form and is currently in stock.

Point Blank was again on the stand and due for re-release later this year. This game has proven to be very popular and as only limited quantities were originally produced Namco have decided to produce a limited rerun.

Gottlieb have restarted production after closing down for an extended



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TECHNICAL UPDATE

ALPINE RACER - ERROR MESSAGE

It has become apparent that various motor error messages have been occurring on the LAI produced Alpine Racer 50", 60" and 70" models.

Please read the following advice on how to rectify such occurrences.

1. Display reads "MOTOR ERROR - PLEASE CALL ATTENDANT"

This error message signifies that the step locking mechanism is jammed or the pedals are fouling on an object during the locking action.

Check this error by ensuring that the pedal area is free of any obstructions. Also ensure that the pedals are in the approximate centre position when the machine is first turned ON.

2. When the game is first switched on, the display reads, "CALL ATTENDANT - STEPS NOT WORKING"

This error message signifies that the step motor is not being engaged. This may mean that the game needs to be initialised. To initialise the game perform the following procedure.

Turn the machine OFF. Open the cash box door and turn the "test switch" to the TEST MODE position (refer to the operator's manual for advice about the operation of the test switch).

Turn the machine ON. The Test Menu will appear on screen. Select "IO Test". Once in "IO Test" go to "Switch Test". Check that the "Swing" (the pedal arm) is in the centre position as indicated on the screen. Note that the centre position of the pedal swing should be between 017A and 01CA, dead centre is between 0189 and 01A9. If the pedal swing is not within tolerance it may be necessary to re-position the swing potentiometer. This is located at the bottom of the swing pivot. Next check that the "Edge" (the pedal tilt) is in the centre position. Tilt the pedals left and right until "Centre" is displayed. Exit the "Switch Test" and "IO Test" to return to the Test Menu.

Select "Step Adjust" from the Test Menu. Then press the round "decision" button. The display will show "Initialisation Completed". Exit the "Test Mode" by returning the "test switch" to its original position. The machine will return to the normal game play mode.

Test the machine by entering a credit and playing a game.

3. Display shows a red message that reads "STEP

LOCK DEVICE IS OUT OF ORDER. CALL ATTENDANT IMMEDIATELY"

This error message signifies that the step lock motor is being activated but there is a mechanical problem preventing the correct locking operation.

Check this error by performing the following procedure.

Turn the machine OFF. Wait five seconds. Turn the machine back ON while listening carefully for the sound of the locking motor. (Note that the motor is mounted at the back of the centre console). If the motor can be heard but the locking mechanism does not lock it may signify that there is a mechanical fault. A possible cause for this could be that the motor is slipping on the screw shaft. To remedy this it is necessary to perform the following procedure. Turn OFF the power to the machine.

Remove the top, front and left side mouldings from the console assembly.

Turn the machine ON and observe the step locking operation. **DO NOT TOUCH THE MACHINE WHILE THE STEP LOCKING MECHANISM IS MOVING!** Find the motor coupling and check that it is securely fixed to both shafts. Turn the machine OFF.

It is recommended that the motor coupling grub screws be removed and "Locktite Threadlock 262" be applied to their threads before securely replacing them. Note that there are special "flats" machine into the motor and screw shafts for the grub screws to fix to and it is important that these are lined up appropriately. Once this is done turn the machine ON again and observe the step locking mechanism. **DO NOT TOUCH THE MACHINE WHILE THE STEP LOCKING MECHANISM IS MOVING!**

If the machine continues to show a fault it may be necessary to adjust the lock mech microswitches. This can be done by loosening the phillips head screws holding the switch brackets to the chassis.

Note that while in the un-locked position, microswitches should both be in the up position and when in the locked position, the switches should both be in the down position.

When the machine is performing correctly, turn OFF the power again and reassemble the plastic mouldings.

Turn the machine ON and check for errors.



TECHNICAL UPDATE

KILLER INSTINCT 2 - HARD DRIVES

Here are a few items to be aware of regarding hard drives.

1. Killer Instinct 2 hard drives (part # A-19586) are programmed differently and will only work in their respective games.
2. If for some reason a Killer Instinct 2 hard drive is plugged into an original Killer Instinct cpu board, the KI cpu board will write information to the drive. The end result is that the drive won't work in the Killer Instinct 2 or the original Killer Instinct.
3. That hard drive would then have to be returned to the factory for reprogramming, which you will be charged for.
4. Hard drives will not be accepted without the original packing carton and must be inside the plastic "clamshell" protector.
5. Do not return cpu boards and hard drives in the same box.

HARD DRIVE HANDLING GUIDELINES

Hard drives are especially sensitive to rough handling and electrostatic discharge (ESD). To avoid these hazards, adhere to the following guidelines:

ELECTROSTATIC DISCHARGE (ESD)

- Keep the end of the drive cable in an anti-static bag until you are ready to install it in your system.
- Do not put any other objects inside the anti-static bag with the end of the drive cable.

- ### HANDLING
- Do not put anything on top of the drive - especially another drive.
 - Do not drop a disk drive. Some drives can be damaged by being dropped from an inch above a hard surface.
 - Be sure to handle the hard drive with care when setting it down. Do not set the drive on its edge.

INSTALLING

- When installing the drive, remove the cable from the anti-static bag.
- Turn off the power before connecting the drive to the system.
- Do not connect the drive to the CPU board, or disconnect the drive from the CPU board, while power is on.
- Be very careful to align the drive cable correctly with the CPU connector. Installing the hard drive cable incorrectly will ruin the drive!

STORING, PACKING, AND TRANSPORTING DRIVES

- If you are using the single pack carton, do not pack more than one drive per carton.
- Pack the end of the drive cable in an anti-static bag. Then, put the hard drive in an approved shipping container.
- Do not throw, drop, puncture, or walk on shipping boxes.

NOTE: You should use the same degree of care when handling a drive that may be defective that you use when handling a new, working drive.

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ACME ORLANDO



Christmas break. Their new pinball **Mario Andretti** received a lot of attention. This company is also currently rumoured to be looking for a new partner.

Capcom's only piece not reviewed last month was a new pinball called **Breakshot** with a simple pool theme and a nice ball capture feature.

Acclaim/Lasertron has been aggressively advertising their entry into the coin-op market and released two new games.

Batman Forever based on the movie with a unique cabinet and excellent graphics.

NBA Jam Extreme was their new basketball game and has tested well in the market to date. The game did not appear to be as good as the new Williams unit however. One NZ operator did return to get three pictures taken with the two buxom models on this stand.

Miners Revenge in its final format is also testing well in the redemption market.

Coastal Amusements had a

positive response to their new mini air hockey game developed especially for the younger market with shorter legs and a smaller puck.

The **Sega** display basically contained the same games seen in Japan with their video of **Virtual Fighter 3** again attracting the crowds and rave reviews.

Manx TT in both 50" and twin 29", **Indy 500** units, **Virtual On** and **Gunblade** complete the line up.

Ventures in Technology was one of the few companies with a VR piece at the show. This unit has a standard cabinet with head mounted visette and players use a combination of the visette and a standard control and button set. Again this unit was not up to scratch.

A number of companies displayed redemption products, spare parts, computer programs and jukeboxes as well as an extensive range of redemption merchandise.

Orlando is a great place to visit and the show was well worth the trip.

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WORKING WELL 2000

INTRODUCTION

The Employment Contracts Act (ECA) has been in force for five years. In that time the average weekly wage in New Zealand has increased, we've become more competitive internationally, we've produced more and, most importantly, 187,000 new jobs have been created.

That figure is huge. More jobs have been created since the ECA came into force than the entire populations of Auckland's North Shore, or the populations of Napier, New Plymouth, Timaru and Invercargill combined.

We wouldn't want to go back to the old system and lost jobs.

Critics of the ECA claim it is unfair to workers. That is not true according to independent MRL Research Group figures.

RESEARCH

MRL asked 1000 New Zealanders from all around the country what they thought of their jobs, their employers, their conditions of work and their contracts.

They also asked them how they wanted to negotiate their employment packages.

Did they want to negotiate with their employers or did they want to be part of a larger negotiation?

Because the survey had to be right, the interviews were done by phone in the evening and at the weekends. That way people who worked and were out of the house had the same opportunity of answering as those who didn't.

One thousand New Zealanders were asked the question:

ARE YOU SATISFIED WITH YOUR CURRENT TERMS AND CONDITIONS OF EMPLOYMENT?

Satisfied	76%
Neither satisfied nor dissatisfied	10%
Not satisfied	14%

ARE YOU SATISFIED WITH YOUR EMPLOYER?

Satisfied	78%
Neither satisfied nor dissatisfied	9%
Not satisfied	12%
Don't know	1%

ARE YOU SATISFIED WITH YOUR JOB?

Satisfied	85%
Neither satisfied nor dissatisfied	7%
Not satisfied	8%

PREFERENCE FOR CONTRACT NEGOTIATIONS

When asked how they wanted to negotiate terms and conditions of employment, the vast majority, 77% wanted contract negotiations solely with their individual employer.

Two thirds wanted to do so on their own behalf, a desire even more strongly felt among young workers, those under 25.

EFFECTS OF THE ECA

54% Believed the ECA enabled New Zealand businesses to become more responsive to the international marketplace

25% Didn't have an opinion

11% Disagreed

10% Didn't know

52% Believed the ECA has enabled greater flexibility in working conditions

22% Disagreed

20% Didn't agree or disagree

6% Didn't know

47% Believed the ECA provided the opportunity for performance to be rewarded

25% Disagreed

24% Neither agree nor disagreed

4% Didn't know

46% Felt the ECA has improved productivity

20% Disagreed

28% Believed the Act was neutral

41% Thought the ECA was fair to women

20% Disagreed

29% Thought it was gender neutral

10% Didn't know

THE ECA AND THE ECONOMY

Most New Zealanders, 54%, though the ECA was good for the economy, with 10% disagreeing, and 2% feeling the Act had a "mixed impact". 18% didn't believe it made a lot of difference and 16% didn't know.

37% agreed that the ECA had been good for employment, with 3% believing it had a mixed impact. 17% of those surveyed thought the Act had a negative effect on employment, with 23% claiming it had no impact and a further 20% not having an opinion.

Asked their opinions of the Employment Contracts Act, 41% approved of the legislation, 31% had no opinion and 24% disapproved. Ninety percent of the respondents knew of the ECA.

WHEN ASKED TO IDENTIFY SOME BENEFITS OF THE ECA, THE FOLLOWING RESPONSES WERE GIVEN:

- Negotiate more with the employer, free bargaining
- Lower production costs
- Economy more competitive

HOLIDAYS REALLY ARE GOOD FOR YOU

The year seems to be marching forward at breakneck speed. April's here already and so is the first school holidays of the four term year. Gone will be the uncertainty of the past couple of years when some schools had committed early to the four term system while others (probably the majority) were still running with the old three term system.

The general consensus seems to be that the new setup will be better for all concerned.

The kids have shorter terms of schooling, therefore less time to wait for the next holiday, less time to get bored and get up to mischief and a shorter time to make their pocket money spin out.

From a coin-op perspective school holidays have always been a boon for



business so any increase in the frequency of these periods can only be beneficial to us.

The school holiday dates as set out by the Ministry of Education for this year are as follows:

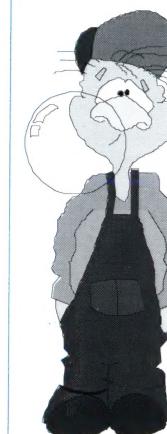
PRIMARY

March 30th to April 14th

June 29th to July 14th

September 14th to September 29th

December 17th to January 26th



SECONDARY

Same as above although some schools are opting to take a break in September starting on the 7th and the December end of term date could be as early as the 6th depending on exam schedules.

Happy Holidays
Logan Paul

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WORLD JOURNAL



APRIL 2-4

Gulf Leisure Parks & Fun Centre Show

World Trade Centre, Dubai
United Arab Emirates
Contact: Gerry Robinson
Tel: +44-1905-613-256
Fax: +44 1905-724-768

APRIL 3-7

Taiwan Amusement Exhibition (TAE) '96

World Trade Centre, Kaohsiung, Taiwan
Contact: Vera Wu
Tel: +886-2-746-6860
Fax: +886-2-746-6875

APRIL 26-28

WOAM '96

Palac Kultury i Nauki, Warsaw, Poland
Contact: Iwo Bulski
Tel: +48-22-467-836
Fax: +48-22-467-667

MAY 2-4

World of Entertainment '96

Prumyslovny Palac, Prague, Czech Republic
Contact: Zdenek Kocik, Svet Zabavy
Tel: +42-2-991-1006/1373
Fax: +42-2-991-1588

MAY 8-9

Asian Amusement Expo

Convention Centre, Hong Kong
Contact: William T Glasgow Inc
Tel: +1-708-333-9292
Fax: +1-708-333-4086

JUNE 6-8

AIFAD Expo Diversiones 1996

Expo-Guadalajara Convention Centre
Guadalajara, Mexico
Contact: Emilio Shahin
Tel: +52-3-614-3015
Fax: +52-3-647-8839

JUNE 11-12

TILE '96

Maastricht Exhibition Centre
The Netherlands
Contact: Lark Harrison
Tel: +44-1985-846-181
Fax: +44-1985-846-163

JUNE 29-JULY 1

GTI Expo '96

Taipei World Trade Centre
Taipei, Taiwan
Contact: Haw Tian Co Ltd
Tel: +886-2-760-7407
Fax: +886-2-762-3873

AUGUST 25-29

National Indian Gaming Association Annual Convention and Trade Show

Colorado Convention Centre, Denver, USA
Contact: Barbara Johnson
Tel: +1-202-546-7711
Fax: +1-202-546-1755

SEPTEMBER 1-3

Australasian Gaming Expo '96

Sydney Convention Centre, Sydney, Australia
Contact: Exhibition Management
Tel: +61-3-9646-4044
Fax: +61-3-9646-1828

SEPTEMBER 12-14

JAMMA

Nippon Convention Centre,
Makuhari Messa, Japan
Contact: JAMMA
Tel: +81-3-3438-2363
Fax: +81-3-3438-2721

SEPTEMBER 24-26

ILIW

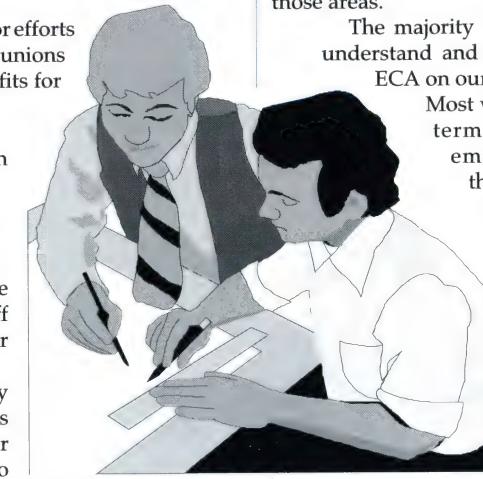
NEC, Birmingham UK
Contact: Independent Exhibitions
Tel: +44-1932-564455
Fax: +44-1932-560009

WORKING WELL TO 2000

back.

If you asked all the people of Napier, New Plymouth, Timaru and Invercargill if they wanted to be unemployed they would say no. Since the ECA has been introduced, more jobs have been created than the entire combined population of those areas.

The majority of people in New Zealand understand and support the impact of the ECA on our economy.



Most want to negotiate their own terms and conditions of employment. They see themselves as better off now than they ever were under the old system.

New Zealanders believe that the ECA is positive and they want to keep it.

The ECA is working - so is New Zealand. We want to keep working.

Most people agree, we are all far better off now than we were under the old system.

The vast majority of workers like their jobs and feel they are better off. They don't want to go

DALLAS THE SITE OF EXPO '96

Big and brawny Dallas will play host to Expo '96, AMOA's annual international exhibition and educational seminar for the commercial amusement, music, entertainment & vending industry. Expo '96 will be held Thursday, Friday and Saturday, September 26-28, at the Dallas Convention Centre.

This is the first time the show has been held in Dallas.

Nearly, 1,000 booths are available to be sold for Expo '96, which is expected to attract an estimated 8,000 owners/operators, suppliers/distributors and manufacturers of commercial amusement, music, entertainment and vending equipment at single locations (ie ... restaurants, bars & taverns, clubs, bowling centres etc) as well as family entertainment centres (FECs), amusement parks, shopping centres, etc.

This includes the latest in pinball, videogames, CD jukeboxes and sound systems, electronic darts, pool tables, sports games, soft play equipment, redemption equipment, interactive games, cranes, bulk vending, computer technologies, kiddie rides, plush and supplies, coin counters and validators, monitors/power supplies and other commercial

equipment/technologies from the world's leading manufacturers and suppliers.

In addition, Expo '96 educational seminars - free to all registered attendees - will again be offered in specialised "tracks" including Management, Technology and Marketing.

WMS MAPS DUAL BREAK-OUT

For over a year, players and consumer magazines close to sources inside Williams/Bally-Midway have been gossiping about a future video called War Gods. After months of coy denials and changes of subject by the folks at WMS, suddenly this title appeared on their stand at the ACME Show in Florida. War Gods is a fighting game with Mortal Kombat style and speed of gameplay, achieved within a more-impressive graphics environment of 3D texture-mapped polygons. This will yield digitised characters and photorealistic backgrounds while also giving faster, smoother gameplay than is often associated with this type of graphics ... WMS also had the latest video entry in its NBA Jam series, this one called NBA Hang Time, created by Mark Tremel and Sal Di Vito who did the previous basketball titles.

KILLER INSTINCT 2

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

Killer New Characters.

Killer New Moves.

Killer New Game.



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Choose your mark!

Point Blank's advanced Algorithm Sensing PCB is just one of its' successful elements. This exceptional system enhances the precision of each shot fired. The 45 caliber type gun with realistic blow back action provides players with the tactile feedback they demand.

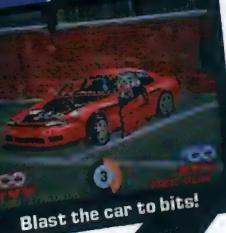


Shoot the numbers in order before your opponent does.

This one or two player competitive gun game is sure to be a **HIT** in your location!



POINT BLANK is a high action, non-violent gun game. Targets include apples, balls, cars, piranhas, treasure chests, and UFO's to name a few. Players choose from over 50 different competitive events.



Blast the car to bits!

KIT CONTENTS:
PCB, Decals,
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Marquee,
(2) Holsters,
(2) Gun Assemblies,
Power Supply -
24 Volt

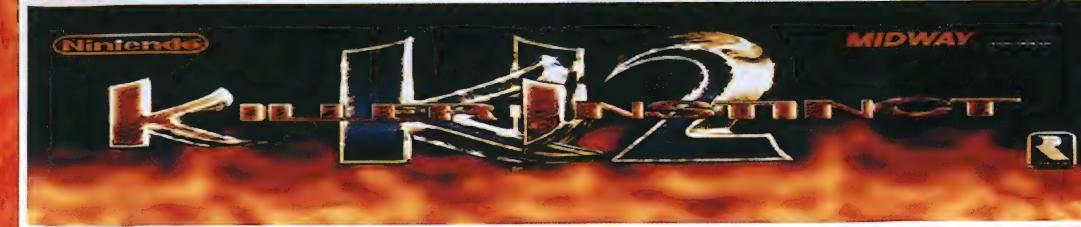
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MIDWAY AND NINTENDO ANNOUNCE KILLER INSTINCT 2™ FOR THE ARCADE

Chicago, IL January 9, 1996 - Midway Manufacturing Company and Nintendo have announced the eagerly awaited Killer Instinct 2 coin-operated video game. The game, arrived in family entertainment centres and arcades everywhere in February, is being manufactured under a license arrangement between Midway, Nintendo and Rare, the same team that produced the mega-hit Killer Instinct™.

Killer Instinct arrived on the arcade scene in December 1994, and it skyrocketed to the number one spot within one month. Today, the game still remains on the Top Ten list of games.

The new Killer Instinct 2 game gives players more depth of game play, more graphics, new background visuals, more characters and literally millions of combination moves. Through new technological advancements, players can now have game characters interact with objects and backgrounds as part of each compelling fighting match.

"There are so many new elements that have been added to Killer Instinct 2," says Joe Dillon, vice president of sales for Midway. "Besides the new characters and wild new moves that players have been anticipating, the ability to interact with the backgrounds adds entirely new dimensions to game play. This game reaches a new level of entertainment, thanks to the latest graphics and storage technology that are implemented in the game."

Killer Instinct 2 features a cast of new characters, highlighted by the inclusion of two new female characters: Kim Wu, a martial arts expert who brandishes nunchucks, and Maya, a barefoot jungle fighter with an expertise in knives. Another new character, Tusk, is a sword-wielding barbarian.

Due to overwhelming player demand, original characters TJ Combo, Spinal, Glacius, Fulgore, Sabrewulf, B. Orchid and Jago are also included in this game.

In addition to the new characters and moves, Killer Instinct 2 also features a Power Up Bar, which awards the more aggressive player, regardless of the level of their energy bar. When a player's Power Up Bar reaches a certain level, they are able to use special moves.

"We wanted to make this the most challenging fighting game yet in terms of moves and endings," said Joel Hochberg, co-chairman of the Rare Partnership. "In Killer Instinct 2, players will really be challenged with the possibility of mastering up to one million combo moves."

"We stunned the world last year when they created the incredible combo moves in Killer Instinct. It's those challenging moves that kept players coming back to master literally hundreds of combos per character," explains Ken Lobb, Nintendo product manager consulting on game development.

As previously announced, Rare continues to work on Killer Instinct for Nintendo's new 64-bit home video game system, Nintendo Ultra 64. In the future, a different version of the game will be available for players on the Nintendo Ultra 64.

\$22

Nintendo Co. Ltd., of Kyoto, Japan, is the leader in the worldwide \$15 billion retail video game industry. Nintendo and its international subsidiaries have sold more than one billion video games worldwide. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Washington, serves as headquarters for Nintendo's operations in the Western Hemisphere, where more than 40% of American homes own a Nintendo system.



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GUNNING FOR SUCCESS

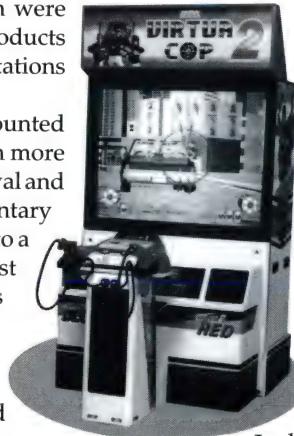
TECHNICAL INNOVATION HAS PROVED THE KEY TO PLAYER APPEAL FOR A WHOLE DECADE OF GUN GAMES

One of the oldest of the video genres, gun games have ridden a roller-coaster in the popularity stakes. But the points in amusement history where these games have peaked are regular as clockwork:

- 1985 - vs Hogan's Alley/Duck Hunt
- 1987 - Operation Wolf
- 1990 - Terminator 2
- Mad Dog McCree
- 1992 - Lethal Enforcer
- 1994 - Virtua Cop
- 1996 - Time Crisis
- Virtual Cop 2

Of course these aren't the only successes in this sector, but the technical innovations listed below which were incorporated in many of these products have since spawned many imitations and have driven the genre on.

Mounted Features - the mounted gun concept was a system more familiar to the fairground, carnival and sea-front. What took this rudimentary player interface and turned it into a video game winner was not just the application of good graphics but also a little more interaction for the player. The side mounted grenade launcher button would become a popular a much copied addition to gun games.



Better Packaging - Operations Wolf's bulky representation of an Uzi machine-pistol was soon emulated by Taito's sequel, Operation Thunderbolt, with its plastic replicas (still mounted to the cabinet) which were both smaller and more compact. This game also offered two-player action, despite having a similarly sized cabinet. The styling adopted by subsequent games finally led to the creation of mythical weapons such as the one used in Data East's fantasy themed Dragon

Gun game.

Recol Recreation - the sensation of an automatic sliding another round into the chamber employed in past games has been superseded by more realistic methods of simulating recoil. The automatic mechanism on the Point Blank machine - simulating the gun's blow-back action, has proven the most impressive while Total Recoil's pneumatic effect though not as impressive, is still a novel approach. Already new games in development are experimenting with weighty guns with flash and blow-back to complete the simulation.

Laser Discs - the need to go beyond sprite-based graphics led to a move to real-film images and the ability to pull sections of film action off the seemingly limitless space of a laser disc proved a suitable architecture for a shooting game. American Laser Games was one of the first companies to exploit this technology in Mad Dog McCree.

Rota Scoping - the technique of capturing either specially shot or existing film images and pasting them over more traditional graphic backgrounds is one that has seen great success in fighting and gun games. Terminator 2 started the ball rolling and following the blockbuster success of Konami's Lethal Enforcer this feature became more common.

CIG (Computer Image Generator) - the failure of a Rota Scoped mounted gun game (in the shape of Taito's Operation Wolf 3) marked the end of restricted interactivity and ushered in the age of sophisticated computer image generation with all its trappings. The lead that Virtua Cop has shown in this field shows a very bright future for the sector.

work can cause serious damage.

Psychologically strong people can suffer the same fate. They can experience a vicious circle situation whereby the stronger and more competent they are, the more they are assigned difficult tasks. Therefore, the less time and energy they have for psycho social refuelling and repairs.

Both physical and psychological strengths are important but, in the absence of stress management skills, strength may be more of a liability than an asset.

It is rare for burnout to be solely related to the job. We actually have six lives; work, family, social, financial, spiritual and personal. Each life's demands cause accumulated stress which spills over from one life situation to another.

The best lifestyle is one where we have a balance between the unavoidable

stress which gives life its zest, and managed stress so each life section has



overall growth and offers maximum satisfaction.

The worst situation is when we have an unmanageable number of stresses in every section of our lives at once.

When we burnout our disorder may be viewed as job related but it is probably life related.

In some cases, burnout may be totally unrelated to our job, but is caused by other factors.

And what solutions are suggested for this newly named, ancient malady?

Prevention is better than cure. Find a satisfying creative outlet in some activity unrelated to your job. Start a hobby, take up regular exercise, join a club, but, whatever start something new and enjoyable, and resolve to stay alive and well.

ACCOUNTANT'S CORNER

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ACCOUNTANT'S CORNER

The term burnout describes what happens when we work too fast and too long without proper fuel, lubrication and duty rotation.

Sooner or later, friction builds to such a degree that parts begin to erode, crack or explode.

It is important to recognise and understand its true nature so it can be prevented, or, if burnout does occur, diagnose it early enough to apply proper remedies.

Although burnout is a relatively new term, the behaviour it describes is as old as Adam. Ancient terms described burnout as nervous exhaustion, tired blood, battle fatigue, mental breakdown, premature ageing and laziness.

Over time, there have been many writers, artists, musicians, MP's and scientists who gradually or suddenly stopped caring and stopped producing. Sometimes this happened when they were enjoying their most creative years.

Unfortunately, the concepts of burnout and stress-related illnesses have been abused by individuals who are simply malingering.

It is rare for us to realise we are burning out, even in the final stages. We either ignore the signs

or underestimate their importance.

If burnout is caught in the early stages, it can be remedied with some attitudinal life adjustments or a change in work routine.

However, it's possible to suffer third-degree burnout and never be able to function again in our previous capacity.

One would think that individuals who are physically and psychologically strong are unlikely to experience burnout, but the opposite appears to be more true. Keeping in good physical shape is an important antidote to stress overload, but it's not the cure.

Physically strong individuals may be able to work twice as hard as less strong people but, without proper stress management skills, the huge amount of



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South Island: Gary Walker Ph 03 338-1411 Fax 03 338-1410

Beccle Sealand News

STREETFIGHTER ALPHA 2. Important Note: This game is now not an exclusive, the reference on page two is an error

who cannot recognise the change because change is the hall mark of our industry and change is our strength.

In April we will release the following products:

Who Dunnit - pinball

Neo Geo Art of Fighting 3

Neo Geo Magical Drop

Killer Instinct 2 - dedicated unit

Time Crisis - dedicated unit

Manx TT twin units

Virtua Cop 2 - upright version

Dungeons and Dragons - Shadow Over Mystara

We currently have in stock at the time of print:

Soul Edge pcbs

Toshinden - 2 pcbs Capcom

Alpine Racer 50"

Marvel Super Heroes "A" and "B"

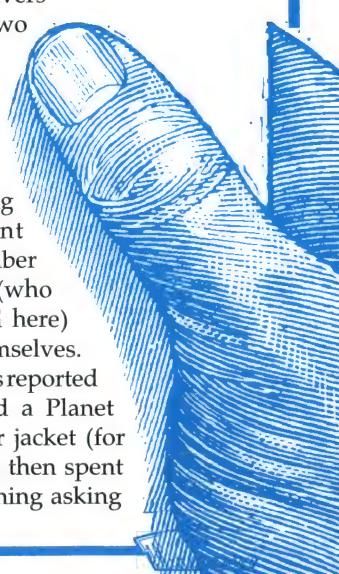
Street Fighter Alpha "A" and "B"

Cruisin' USA twin dedicated

Sega Rally twin drivers

Neo Geo one and two slot kits

Air Hockey standard and deluxe



Hard to believe but already we are into April and a new financial year.

A good opportunity to look at last years returns and reflect on where our industry is taking us. If your round is like mine you will be seeing that up to 80% of your revenue is coming from only 20% of your units and from 20% of your locations and that the rest of the business is not doing what it used to. I had a big site ring me and advise that they were replacing my games area with a seating area and I really could not argue with them. This location has changed and the top equipment that I know takes the money is simply not justified on the location (yes - we did try it). They have also noted that their business has changed and they have decided to change with it.

I intend to change this year as well and to concentrate on that 20% of sites and machines that is really making the money. How much better my business will be with new dedicated units on better quality sites and with the ability to improve service to those locations as well as to provide more promotional support and to pay a lower commission rate.

How much better 1996 has been for our business and what a great opportunity to look forward into 1996 and the quality of product that our industry has not experienced ever.

How much worse for those of you

While attending the recent ACME Show a number of NZ operators (who will not be named here) really enjoyed themselves.

Ph. W... was reported to have purchased a Planet Hollywood leather jacket (for more than \$1) and then spent the rest of the evening asking

DINAL NEWS

young college nursing students to sit on his lap in exchange for trying the jacket on. It was also reported that he accidentally let slip that he had bought the jacket as he needed a good jacket when he rode his Harley.

K...h H..t and C.. in B...er arrived at the show fresh from a skiing holiday in the USA and it was reported that they never got to bed sober although they did manage to buy four pieces of the critically acclaimed Jackpot pinball (all units now delivered) at approx 4am in the morning in exchange for two twin Daytona units. They are still in the market for more of these units on the same basis.

R.d..r N.w..n and A....e spent far too much time at a local strip club with R.d..r apparently shocked at the amount of time one particular stripper spent on his lap. A....e (who obviously did not know where she was being taken) was heard to comment loudly and often about and this particular stripper. R.d..r did not notice.

AUCKLAND

Time Out Leisure welcomes three new members to its rapidly growing staff: Sharona Pook replaces Kelly as our Receptionist and Office Administrator. Sharona (or Shar) not to be mistaken for Sharon Phillips our Office Manager, is 23 and lives around the corner from TimeOut Leisure in Ellerslie. Sharona's family includes Mika her Great Dane, Jasper the cat and Elle a dog of indeterminate breed. Sharon's other interests include Touch Rugby, Squash and Netball.

Alastair Hamilton is a 22 year old BA (that's Bachelor of Arts Degree) graduate in English and Psychology from Auckland University who lives in Grey Lynn. Alastair is the proud owner of a Vespa PX200 E

Motor scooter and his interests include bush walking and tramping, riding his Vespa, playing video games and writing critiques for TimeOut Magazine.

Steve Jones is 24 years old, recently married and lives in Henderson. Steve's interests include Ford V8's, his Nissan 200 ZX 2.01 V6 Turbo (currently for sale \$8,000 ONO), his English Bull Terrier called Bungle, the Auckland Warriors and drinking. Steve replaces Anthony who has left the mainland for Christchurch in search of love.

The Harrahs Sky Tower is currently 190 metres (623 feet) above road level and is starting to grow out. Construction of the upper tower development has begun and will see the 32 metre (105 foot) diameter restaurant deck topped with a 40 metre (131 foot) diameter observation deck. All this is supported on a 12 metre (40 foot) diameter column!

Did you know that the Sky Tower is designed to withstand an earthquake measuring up to 8.5 on the Richter scale with the epicentre within a 40km radius?

Yifans in the Mid City complex have opened their latest venture The Control Room Bar which offers Cue Sports and a Mini Casino within licensed surroundings. The 6600 sqft facility adjacent to Yifans entrance on Queen Street comprises 4 6ft snooker tables and 6 slate pool tables. We wish Yifan, John and the staff all the best on the launch of their new venture.

Sharon Phillips our Office Manager has always displayed her artistic talents with photographs of her 2 well known daschounds Shamus and Cola. Recently Sharon has been focusing on

result with grosses up 3.5%. Projected net profits for fiscal '95 were down by 34.3% ... but remember, Christmas sales of the Saturn home system and related software had not impacted the bottom line at that point! By the time all the facts are in, Sega expects to see fiscal '95 net profits up by 5.1% over last year to \$22 million. Nintendo plans a comeback with the launch of its long awaited Ultra 64 home video system in Japan next month, but that system apparently won't arrive in the US and Europe until September ... giving Sega Genesis more than a full year of uncontested sales in the competition to capture the market for next-generation hardware. Anyway, advance buzz on the new Nintendo's graphics quality is extremely strong.

EUROPE

FILM THEME PARKS FOR UK & GERMANY

A \$497 million theme park and film studio development is planned for Hillingdon in west London.

The Movie World project is the result of a joint enterprise between USA film distributor Warner Bros and British media entertainment group MAI.

The venture is to be based on Warner Bros' existing Movie World complex in Australia. A German Movie World is also scheduled for launch on a site outside Dusseldorf in July.

The blueprint for the UK site includes a TV and movie-based theme park, as well as 5,000 sqm of state-of-the-art TV and film production facilities. Attractions will include dark rides, live stage shows, family adventure rides and themed areas.

The Warner Bros/MAI partnership will be submitting planning applications to Hillingdon Borough Council shortly and is projecting a 1999 launch date.

Sandy Reisenbach, Warner Bros executive vice president of marketing and planning, commented: "Warner Bros has a long history of working with the UK on film

and TV production. We see Movie World as a natural extension of this relationship."

AUSTRIA

FUN WORLD STARTS THE ALPINE RACER CUP

Austrian firm, Fun World, is now organising tournaments of Namco's "Alpine Racer." Fun World has developed the "Cupcomputer" specifically for these tournaments. With this computer, which is coupled to the ski simulator, indoor ski runs can be professionally developed. Fun World is offering to add the "Cupcomputer" to the "Alpine Racer". Twenty places could then be equipped with it in Austria, where the ski runs have already taken off successfully. The aim is to liven up establishments with tournaments.

GERMANY

NSM TURNOVER SLIGHTLY DOWN

With a turnover of \$380 million, NSM AG announced a slight downturn compared to the previous year 1994 \$390 million. According to the firm, the unusually low trading curve in the last quarter of 1995 was, among other things, responsible for this. Also in the export markets, NSM recorded a much lower demand. The group result therefore showed about \$4 million (1994 \$7.8 million) on its books. At the end of 1995, NSM AG employed 1,792 workers (1994: 1,807). The firm is calculating on the market picking up, above all the fruit machines sector at the end of 1996.

FRANCE

PINBALL CHAMPIONSHIP

The Second European Pinball Championship will be held in Toulouse on May 19.

The competition is open only to national competition winners who then play on all pinball brands currently available in Europe. Closure for entries is April 15.

Contact the European Pinball Association by telephone: +33 21 200295, or fax: +33 63 50 29 15.

INTERNATIONAL

USA

DZ PONDERS CH.11; KIDDIE FUN CHAIN LOST \$168 MILLION IN 1995

Stock share prices of Discovery Zone dropped 50 points with 24 hours after the firm's announcement in early February that it may have to declare bankruptcy. Operating 350 children's entertainment centres in 34 states, their last profitable year was 1993 when the company went public, earning \$4.5 million in profits on \$90 million in revenues. In 1994, Blockbuster increased its shareholdings to more than 50% and DZ bought competing kiddie fun chain Leaps & Bounds from McDonalds for more than \$148 million in stock. But the company lost \$37 million in 1994 and it lost \$168 million for the first nine months of 1995 according to the New York Times. Blockbuster Corp. took charge last April but couldn't turn things around. We're "talking to lenders", said DZ management, but the firm reportedly still needed to reduce debt, knock down interest payments and "improve operating cost structure" (ie get more bodies into the place to generate ROI and cash flow).

PREMIER SUBJECT OF BUYOUT SPECULATION

Recent meetings held between pinball manufacturers Sega Pinball and Premier Technology at ATEI have fuelled rumours that Sega is to acquire Premier.

Nobody at Premier was willing to comment at press time, but Sega of America chief Al Stone confirmed that talks had taken place. However, he stated: "It is not an active deal right now," adding, "we look at any opportunity that presents itself."

Industry speculation has been mounting over Premier's future since the company's decision to shut down manufacturing facilities for six weeks over Christmas.

Capcom's entry into the market has also raised doubts over the viability of four

manufacturers competing for business.

Rumours abound that Williams have purchased Time Warner Interactive (formerly Atari) and that Sega is looking seriously at purchasing Capcom.

JAPAN

NEW IN THE EAST

Euroslots representation in the far east and west coast US has been strengthened by the recruitment of John Lawrence, formerly of Japan's CoinJournal. John will be moving back to his native US after several years of living and working in Japan. He will be commuting regularly to Japan, however, to report for EuroSlot.

John, a fluent Japanese speaker, signed up with EuroSlot at the IMA show in Frankfurt and is pictured being congratulated by editor David Orrick.

Orrick commented: "I am delighted to welcome John to the EuroSlot team. His broad experience of far eastern markets will be another strong addition to the amusement industry's best trade publication."

END OF THE ROAD FOR TECNOS?

Reports from Japan suggest that Tecnos is the latest victim of the continuing decline in the pcb market.

The company's doors have been locked since the end of December and all attempts to contact president Kunio Taki have since failed.

Tecnos Japan was established in 1981 by Taki, a former executive director of Data East. The company's hits include the Double Dragon series of the late '80s and the wrestling-based games WWF Super Stars and WWF Wrestlefest.

SEGA JAPAN IS VIDEO'S TOP EARNER

When year-end numbers for the Japanese video game factories come out this month, look for Sega to out-earn its arch rival, Nintendo. Sega's mid-term results, announced last fall, pointed to this

other subjects namely married couples on their wedding days. Sharon DeAnne as the company is known, specialises in all facets of wedding photography capturing that special moment forever on film. Sharon can be contacted during the day at ph (09) 525-0200.

GIBSBORNE

John Bain seems very happy with his investment in the business and after many problems with initial council approval his new arcade has not produced any of the problems that were feared. As usual 90% of the problems are public perception and not the reality of the operation.

WELLINGTON

Congratulations to Neville Sage of Fun and Games, Palmerston North for securing the very busy Downtown Cinemas site. The new equipment installed has the theatre owners smiling as income has skyrocketed since the expanded and upgraded games area was opened. Once again it shows how good an investment the new dedicated games are.

We recently received our Area 51 kits at Time Out in Courtney Place. This was received very well with a lot of customers saying they liked the game play and bizarre alien graphics. These comments worked in well with the themeing and advertising done on this game. One customer said it was different to normal gun games because it has interactive game play and a good story line. The cashbox for the first two weeks indicates this game is a winner at the very reasonable kit price it's a must for all operators. Also the American kit is superb with side front and panel graphics included.

John Bain, Christine and family of Take Time Arcade Gisborne recently spent a weekend visiting Wellington to check out the very successful Laserforce Centre at the back of Time Out, Courtney Place and all the latest videos. They were most impressed with Alpine Racer and Area 51. An evening with the De Ruyter family at the local restaurant rounded off the weekend. Playing Laserforce certainly gets the appetite going.

BLENSHEIM

Best wishes to Mich and Val who have sold their Micron Entertainment centre and will be concentrating on their growing Real Estate business. The new owners have decided to move most of the units purchased onto locations and this will mean the end of the Micron Centre.

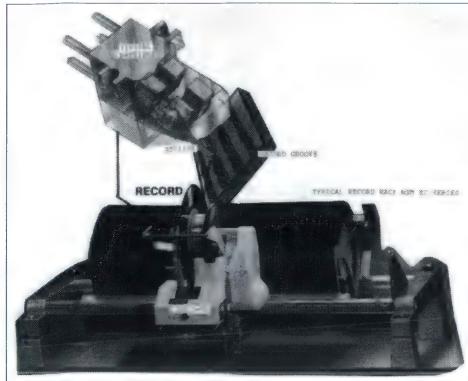
CHRISTCHURCH

George Samuel Senior appears to have retired from the business and now spends most of his time between Christchurch (Summer) and Queensland (Winter). George Junior is still active in operations and continues the family tradition which goes back many years.

Welcome to the new office staff at Coin Cascade, Kylie and Luana and best wishes to Nicola who is off to enjoy the weather in Australia.

Barbara and Lynda also add their expertise to the administration area while Allan adds to our strength in the service department. Benjamin, Brent and Jason complete the list of new staff and will be assisting in the production department.

EVOLUTION OF JUKEBOXES

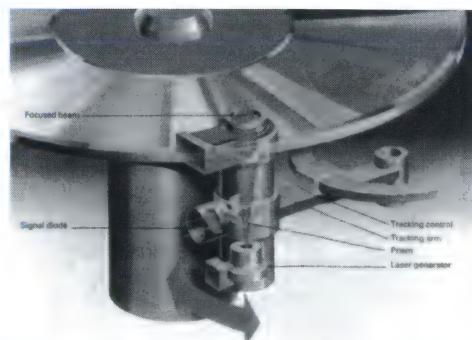


In this issue, I'd like to take you on a journey into the transition of the jukebox from vinyl to CD. As the changes have been quite dramatic, I will try to touch on the basic mechanics and theory rather than the technical servicing.

To first understand CD technology we can go back in time to see how sound was first recorded. In 1877 Thomas Edison discovered how to record sound wave modulations. This was done on a sheet of aluminium wrapped around a cylinder. But, little did he know what this amazing discovery was to lead to. Later Edison found a way to copy the very same sound modulation on a vinyl cylinder and eventually he would produce a disc. This disc or record, about 10 inches in diameter would be used on the very first jukebox in

1948. As shown in figure 1 the magnetic or ceramic cartridge transforms the movements of the stylist or needle running in the grooves of the record into sound. Figure 1.2 shows an enlarged view of grooves in a 45 disc record, in which the needle would travel. This sound is produced by the needle vibrating in the walls of the grooves. These vibrations are transferred to the cartridge which converts this motion to electrical currents which are later transposed into modulations of sound. Next the sound modulations are amplified, then routed through speakers enabling the music from the 45 disc to be heard. A drawback to the 45 record was the mechanical aspect of the wearing grooves and needle. These problems would be solved by the introduction of the compact disc into the jukebox industry.

The disc player is a unique device



TIME OUT

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ARTS

JAPANESE GAME MACHINE PINBALLS

CONVERSION GAMES

1. Sega "Virtua Fighter 2"
2. Sega "Virtua Fighter 2"
3. Sega "Fighting Vipers"
4. SNK "Fatal Fury 5"
5. Namco "Tekken 2"
6. Konami "Salamander 2"
7. Sega "Virtua Striker"
8. Jaleco "Tetris Plus"
9. Capcom "19XX"
10. Taito "Puzzle Bobble 2"

DEDICATED GAMES

1. Sega "Virtual On"
2. Namco "Alpine Racer"
3. Sega "Manx TT"
4. Sega "Virtua Cop 2"
5. Namco "Dirt Dash"
6. Sega "Virtual Fighter 2"
7. Namco "Rave Racer"
8. Sega "Rally Championship"
9. Namco "Point Blank"
10. Sega "Daytona USA"

1. Midway "Addams Family"
2. Williams "No Fear"
3. D.East "Jurassic Park"
4. D.East "Lethal Weapon 3"
5. Sega "Frankenstein"



AMERICAN TOP 60 VIDEO & PINBALL

1. Namco "Alpine Racer"
2. Sega "Daytona USA"
3. Midway "Cruisin' USA"
4. TWI "Area 51"
5. Namco "Tekken 2"
6. Namco "Cyber Cycles"
7. Midway "MK3 Ultimate"
8. Micro "Magical Touch"
9. Sega "Virtua Cop 2"
10. Sega "Virtua Fighter 2"
11. Bally "Theatre of Magic"
12. Merit "Megatouch"
13. Sega "Sega Rally"
14. Midway "Killer Instinct"
15. Bally "Who Dunnit"
16. Sega "Fighting Vipers"
17. TWI "Cops"
18. Incred. Tech "Golden Tee 3D Golf"
19. Sega "Apollo 13"
20. Midway "Open Ice"
21. Capcom "Marvel Super Heroes"
22. Sega "Virtua Cop"
23. Atari "T-Mek"
24. Midway "Mortal Kombat 3"
25. Bally "Addams Family"
26. Dynamo "Solitaire Challenge"
27. Capcom "Pinball Magic"
28. Namco "Lucky & Wild"
29. Namco "Tekken"
30. Namco "Suzuka 8 Hours 2"
31. Williams "Star Trek: TNG"
32. Sega "Outrunners"
33. Dynamo "Tournament Solitaire"
34. Bally "World Cup Soccer"
35. Taito "Bust-A-Move"
36. Data East "Windjammers"
37. Am.Laser "Fast Draw"
38. Bally "Indianapolis 500"
39. Sega "Batman Forever"
40. Sega "Virtua Racing"
41. Fabtek "Viper Phase 1"
42. Konami "Lethal Enforcers II"
43. Capcom "Night Warriors"
44. Am.Sammy "Zombie Raid"
45. Namco "Suzuka 8 Hours"
46. Williams "Roadshow"
47. Premier "Stargate"
48. SNK "Samurai Shodown"
49. Williams "Flintstones"
50. Konami "X-Men"
51. Sega "Virtua Fighter"
52. Premier "Big Hurt"
53. Williams "No Fear"
54. Premier "Rescue 911"
55. Williams "Johnny Mnemonic"
56. Midway "WWF Wrestlemania"
57. Namco "Ridge Racer"
58. Konami "Lethal Enforcer"
59. Premier "Shaq Attack"
60. McO'River "Aero Fighters 2"

TIME OUT

TIME OUT NEW ZEALAND

CONVERSION GAMES

1. Capcom "SF Alpha"
2. Namco "Tekken 2"
3. Cpacom "Marvel Superhero"
4. Sega "Virtua Fighter 2"
5. Midway "Killer Instincts"
6. Midway "MK3 Ultimate"
7. SNK "Samurai Shodown 3"
8. Capcom "Toshinden 2"
9. SNK "Puzzle Bobble"
10. Taito "Puzzle Bobble 2"

DEDICATED GAMES

1. Sega "Virtua Cop 2"
2. Namco "Alpine Racer"
3. Sega "Sega Rally"
4. Namco "Cyber Cycles"
5. Sega "Daytona"
6. Namco "Ace Driver"
7. Midway "Cruisin' USA"
8. Sega "Desert Tank"
9. Atari "T-Mek"
10. Game Master "Air Hockey"

PINBALLS

1. Williams "Johnny Mnemonic"
2. Bally "Theatre of Magic"
3. Sega "Batman"
4. Bally "Indy 500"
5. Williams "Jackbot"



TIMEZONE

CONVERSION GAMES

1. Namco "Point Blank"
2. Midway "Killer Instinct II"
3. Midway "Ultimate Mortal Kombat 3"
4. Sega "Virtua Striker"
5. Namco "Tekken 2"
6. Capcom "19XX"
7. Sega "Virtua Fighter II"
8. Capcom "Street Fighter Alpha"
9. Midway "Open Ice"
10. SNK "Stakes Winner"

DEDICATED GAMES

1. Sega "Manx TT 50" DX"
2. Namco "Alpine Racer"
3. Sega "Virtua Cop 2 50" DX"
4. Konami "Crypto Killer"
5. Sega "Rally Championship Twin"
6. Sega "Daytona USA Twin"
7. Namco "Air Combat 22"
8. Sega "Fighting Vipers"
9. Jaleco "PK Soccer"
10. Atari "Area 51"

PINBALLS

1. ? "Attack From Mars"
2. Williams "Johnny Mnemonic"
3. ? "Congo"
4. Bally "Who Dunnit"
5. Bally "Indy 500"
6. Bally "Theatre of Magic"
7. Bally "No Fear"
8. Williams "Jackbot"
9. Williams "Dirty Harry"
10. Sega "Baywatch"

PRIZE REDEMPTION

1. Jaleco "Spider Stompin"
2. ICE "Cyclone"
3. LAI "Tickie Tickats"
4. Namco "Whac a Croc"
5. LAI "Stadium Basketball"

PLAYMETER

DEDICATED GAMES

	LONGEVITY POINTS
1. Namco "Alpine Racer"	177
2. Sega "Daytona USA"	1069
3. Midway "Cruisin' USA"	932
4. TWI "Area 51"	163
5. Namco "Cyber Cycles"	251
6. Sega "Virtua Cop 2"	154
7. Sega "Virtua Fighter 2"	682
8. Sega "Rally Championship"	191
9. Midway "Killer Instinct"	757
10. TWI "Cops"	264
11. Sega "Virtua Cop"	544
12. Atari "T-Mek"	508
13. Dynamo "Solitaire Challenge"	828
14. Namco "Lucky & Wild"	992
15. Namco "Suzuka 8 Hours 2"	1087

CONVERSION GAMES

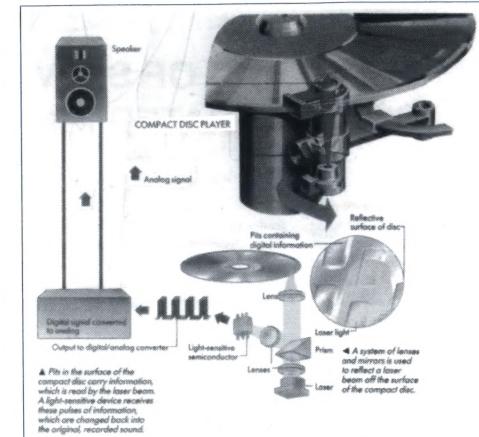
1. Namco "Tekken 2"	236
2. Midway "Mortal Kombat Ultimate"	167
3. Micro "Magical Touch"	53
4. Merit "Megatouch"	264
5. Sega "Fighting Vipers"	94
6. Incred. Tech "Golden Tee 3D Golf"	137
7. Midway "Open Ice"	91
8. Capcom "Marvel Super Heroes"	139
9. Midway "Mortal Kombat 3"	530
10. Namco "Tekken"	589

PINBALLS

1. Bally "Theatre of Magic"	529
2. Bally "Who Dunnit"	46
3. Sega "Apollo 13"	82
4. Bally "The Addams Family"	2602
5. Capcom "Pinball Magic"	73
6. Williams "Star Trek: TNG"	1315
7. Bally "World Cup Soccer"	778
8. Bally "Indianapolis 500"	191
9. Sega "Batman Forever"	93
10. Williams "Roadshow"	569

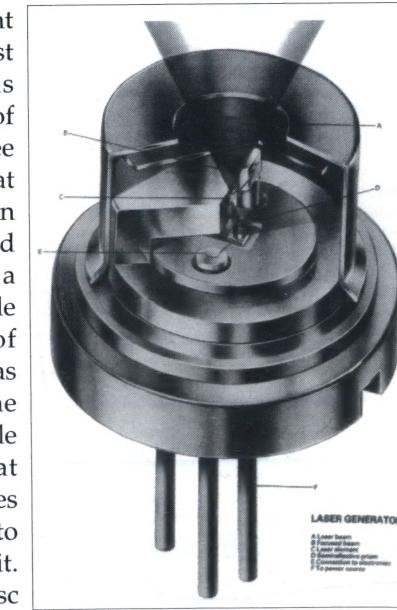
developed by the Philips Corporation in 1982 (see figure 2 for a Philips reader break down up close). Unlike a conventional vinyl player, the CD player has superior sound reproduction and quality which is a tremendous improvement over vinyl recordings. The CD has very accurate frequency response allowing the scratchy background sound to be absent from the recordings. This is due to the fact that no mechanical devices touch the surface of the CD, making it a durable long-wearing type recording. This would greatly improve the sound and reliability of the jukebox.

The CD is a laser read also termed "optically read" device, (figure 2.1 shows how a Philips player reproduces sound in NSM jukeboxes) in which the audio to digitally read instead of the old conventional way of sound wave modulation. The vinyl recording was cut into the vinyl surface as grooves wherein a CD, music is recorded on discs as tiny pits etched into a layer of aluminium. The aluminium is protected by a thin plastic coating on top of the aluminium. At this point remember Edison's first recording, yes it was recorded on a piece of aluminium. Now you see Edison had no idea that this same invention would almost be repeated a second time in a different manner. While the amount of information on a 45 was limited to mainly one song, it was almost double the size of a CD that measures only 4.72 inches in diameter and has up to 28 tracks or songs on it. Lasers in the compact disc



players are unique in that they carry vast amounts of information on a beam of a width on only .01 inches (see figure 2.2 for earlier Philips laser generator explanation of its components). This information is processed by a means of a special microprocessor which translates the streams of binary code into sound. Binary codes can represent sound by using one's and zero's. Track codes play an important role in the control of the CD when being played by the reader. (Track codes are microscopic pits on the disc that hold data for the stereo tracks as well as the control of the speed of the players motor). Note: the 45 record travels at 45 rpm where a compact disc's speed would vary from 500 rpm to 200 rpm.

To conclude: The many different changes that have occurred to the wonderful music machine has taken on vast improvements for sound, appearance and service to make them user friendly to the operator as well as the customer.



Tony's Palace Features New Slots!

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd

0 75470 08102 6

BALLY INQUISITOR

THE LATEST IN PINBALL NEWS AND GOSSIP

Investigate the slots and discover real casino-like fun and rewards including mega-points, mysterious clues, sleuthing equipment and a chance to capture the murderer. The luckiest will win Jackpot, extra ball or multi-ball. Hit any pair on the slot machine to start the Second Chance round.



Check out the new Slot Machine at Tony's Palace

WHODUNNIT?

Bally embroiled in murder mystery, four suspects being questioned.

WILLIAMSTOWN, NY - A mysterious murder took place late Friday evening at Tony's Palace, the nation's premier casino. Ace investigator Nick Spade is on the case which has shocked this gambling metropolis. Police are rounding up the usual suspects.

"Several people seen at the casino around the time of the murder are wanted for questioning," said Police Commander Joe Dillon.

WHO Dunnit Answers Earnings Mystery

Detective Spade says he has information which could lead him to the murderer. Explaining that time is of the essence, Spade said, "If I could only hit a pair on the slot, I could get a Second Chance."

WHO Dunnit Is The Answer

Nick Spade pointed out that this is no ordinary pinball game. Beyond the casino features, there's still the challenge to solve a murder mystery.

Your Key To Finding Pinball Profits

"WHO Dunnit is an engaging mystery to solve," Spade added. "You need to combine clues you discover with background information on each of the four suspects to close the case."



"It's time to discover WHO Dunnit."

- Detective Nick Spade

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Bally
Pinball Company
Division of Bally Manufacturing Company

TIME OUT MANAGEMENT REVIEW

By Nigel Wooding.

In February's issue I commented on Malcolm Steinburg's very informative article on "Outlook 96" I also offered to provide a copy on request as well as print any and all comments and complaints about the entertainment industry or Coin Cascade service. To date I have not had any replies. I would like to use this column as a forum to allow you to discuss your views, concerns or complaints. Try replying you have nothing to lose and everybody could benefit.

For this month's article I would like to share with the following two articles on Teamwork and Conflict copied from the Main Report.

DO YOU KNOW HOW TO RESOLVE CONFLICT IN THE WORKPLACE?

Some conflict cannot be avoided. After all, there are differences between people. At the same time, not all conflict is bad. Conflict should not be a win/lose situation. Instead, it should be part of a wider relationship. Those who disagree should view their differences as a valuable diversity that can be mutually beneficial. It is your task to bring this about.

1. Create the right atmosphere. Make it clear the aim is to change I vs You to We. Begin the process by making the objective clear. Example ... "I know you feel strongly about this ... But look on it as a chance to work together and improve our relationships." Pick the right setting. Example ... Not the big boardroom if dealing with unhappy workers.

2. Clarify the situation. Each person in conflict should try to understand his or her own needs as well as those of the others, plus their perceptions of the conflict.

3. Concentrate on individual and shared needs. Common needs can be building blocks for replacing conflict with cooperation.

4. Generate positive shared power. Replace "power over" with "power with". Aim: So the persons in conflict will recognise how they need each other.

5. Focus on the future but learn from the past. Use past problems to develop better future relationships.

6. Find options. Brainstorm to find creative new ideas to meet everyone's needs. Look for practical suggestions for small stepping stones that will build wider agreement.

7. Develop mutually beneficial agreements that will turn conflict into opportunity.

IS TEAMWORK ACTUALLY POSSIBLE IN YOUR OPERATION?

Sadly, many companies in reality only give lip service to teamwork. They've heard everyone say, "Do it" ... And they may think they have. But building outstanding teams is one of the most difficult things to do. Two main problems are likely to block your efforts.

1. This one is a major component of Kiwi culture. We have always treasured our "rugged individualism" and resourcefulness ... Our penchant to "have a go". For effective teamwork, you will have to cut through this cultural bias. The best way is probably to concentrate on the organisational factors that you can control. Example: If the operation is always rewarding the high-achieving "hero", you'll always get people trying to go it alone. If you want real teamwork, then you will have to reward teamwork. And this brings us to the other problem....

2. The organisational environment in most companies does not effectively reinforce trust and cooperation. While one department is coming away, another may be having special problems that are holding it back. So the execs say, "Look sharp ... Let's have a little teamwork here." But it takes more than that to create teams. Your employees must first feel they are respected before they'll work together. Don't forget, all team-building initiatives must begin from the top.

There must be genuine listening and feedback between managers and subordinates. All too often when employees offer input or criticism, they are ignored or punished ... Hey, bosses and managers, did you catch that one? Key secret: Employees must feel an integral and valued part of the organisation before they'll work together.

TIME OUT

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The Game Creator

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WHO Dunnit™

A MURDER MYSTERY

Butler

Victoria

Bruno

Trixie

Tony

EMMA - AGE 20

A committed Sega Mega Drive fan who also goes to arcades to play shooting and sports games, and occasionally pinball.

This is one of the best pin tables I have ever played. In fact there are so many good things about it, that, at the risk of sounding over the top, I can't think of anything negative to say about Who Dunnit.

The ringing telephone is one of Who Dunnit's best aspects. I found myself getting ridiculously hyped up when a few rings had passed and I still hadn't made the shot. Getting to interrogate the suspects and gather more clues as to the killer's identity became almost a matter of life and death the further into the game I went.

The slot machine reels on the playfield are good too, and they contrast well with the decision-making that's expected of the player. It's quite tense waiting for the final reel to stop spinning and reveal what feature is next in store.

All in all Who Dunnit is a great table. It's eye-catching, well designed, and allows the player to dictate the gameplay.

JAMES - AGE 25

Plays everything from fruit machines to video games. Enjoys playing at home on his console system and is a total pinball addict.

I cannot rave about this table enough. I've heard that pin tables have fallen in popularity over the last year - there have certainly been less in the arcades and pubs. I think that's because a lot of recent releases, with a few exceptions have been pretty similar.

Who Dunnit, on the other hand, offers something different. You actually know what to do from the word go; a murder has taken place and you have to use your powers of deduction and your skill on the table to work out who the culprit is.

Initially I thought this was a bit of a con - the first two times I played I always had to get down to the last suspect. But afterwards I discovered that you can actually work out who the killer is, which gives you a real feeling of involvement in the game.

The slot machine feature is also great (although the fact that the murder takes place in a casino seems a pretty tenuous link to get this and the roulette feature in). That said, it doesn't matter whether it's tenuous or not, because you're having so much fun.

And the chase for the killer got the heart racing too - I can't explain why, I just got totally absorbed by this game. If this is an example of what kind of tables are in store for the year ahead, then I think players will be queuing up to take their turn.

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\$6 MIL STRATOSPHERE ATTR PATRONS UP THE WALL KING

The 1,149 foot, 135 story Stratosphere Tower, set to open in late April in Las Vegas, will be given a \$9 million plus mascot in late 1996 as part of Phase 2 of the new attraction.

The 75 foot tall, 350 ton ape will climb up and down the side of the tower as it carries 48 passengers in its belly.

Riders will experience both "visual and physical thrills" during the six-minute, \$7 ride.

Construction of the ride is a joint venture between Italian ride manufacturer S&MC and Advanced Animatronics of Detroit. S&MC also constructed the roller coaster that will open at the top of the tower when Phase 1 opens in

The loading station of the 909 foot level and the track will be building three times. It is being built worlds highest roller coaster.

THE BELLY OF THE BEAST

The fibreglass ape will move its arms, legs and head as it "climbs up the side of the tower," similar to how King Kong climbed up the side of the Empire State Building, said Keith Robertson, director of tower operations. "We want to make it as realistic as possible." The "chain" around the midriff of the gorilla is the 48 passenger glassed-in cabin, offering a 260 degree view of the city and countryside.

At the foot of the tower are speakers that will broadcast roars and other related sounds as the ape rises to the top. Inside, the passengers will stand, with 24 on each of two levels.

"From outside, it will appear to be a smooth ride," said S&MC's Ed Heller. "However, the inside rests on a motion-



base simulator n'

He said

development a quiet, scenic trip to the simulated disaster begins, until the ride reaches the bottom passengers are saved when the door opens and they escape."

"The ride will begin at the 36 foot level and will take passengers up to the 630 foot level," son told AB. "We needed an attraction at the top that would please those who didn't want to go to the top for the coaster or the Space Shot rides. The gorilla will provide families with a spectacular view and various thrills. It is definitely a thrill ride!"

At night, a light show will take place that will resemble the night shot of the original "King Kong" film that featured Kong hanging from the building.

"Lyle said he would like an icon for the tower," Robertson recalled. "He said a gorilla would be nice and asked if I could do it. I said yes. Then

Bob asked me if it could move up the side and carry passengers. I said probably, and I went to work on it. That was about six ago."

The gorilla ride will open along with the rest of Phase 2, which will include a gift shop for the ride, the Rainforest Cafe, and indoor entertainment complex. A large aquarium will begin construction during the second phase, but Robertson doesn't expect it to be up and running when the rest of that phase goes on line.

KONAMI, MATSUSHITA PLAN 64-BIT "SISTER SYSTEMS" FOR HOME/ARCADE

First Sega did it with "Titan" and "Saturn". Then Namco and Sony followed with "PlayStation" and "System 11." Now Konami and Matsushita (Panasonic) are planning to develop "sister systems" using common hardware platform elements for the coin-op and home video markets. Under a joint venture arrangement, Konami will employ Matsushita's 64 bit "M2" system in the coin-op market. This technology allows game designers to create 3D computer graphics with ease. The motherboard will be released in Japan by the end of 1996; US

release date is unclear at presstime. "We expect this new business to generate \$300 million more in gross sales," said Konami marketing manager Richard Rush. The "M2" was purchased from America's innovative 3DO firm last October by Matsushita. The Konami M2 coin-ops will be adapted to the Panasonic home video system where possible, according to Osaka, Japan's Game Machine magazine. In addition, the journal said Capcom will develop M2 based home videos as well, followed by coin-op videos using the M2 platform.

SELLS SIZZLE

out there.

"Area 51 is a real bargain," declared vice president Mike Taylor. "Test earnings we've seen on converted cabinets are incredible. This very versatile kit will transform stagnant wood into top-earning product. The game is a perfect fit for bowling alleys, bars, pizza parlors, movie theatres and every other place you'd find a video game."

The WWW site for game's contest promo is <http://pathfinder.com/twi/area51> while the e-mail address is area51@agames.com and the regular "snail mail" address is the same as appears in TWI's advertising and your RePlay directory listing. Entries must be received by July 1, 1996, after which winners will be drawn and prizes awarded.

By the way, TWI also ran a sweepstakes drawing contest open to all operators starting at the AMOA Expo; direct mail and other avenues to participate were also offered. Nearly 1,500 ops participated. Winner was Mike Patz of Pennsylvania, who will receive an Area 51 kit. "I've never won anything before so it was a nice surprise!" said Mike, who already had a few units of the game and knew it generates fine ROI. Some 22 other ops also won themed banners or t-shirts. Complete winner list is available by mail.

